NEW GAME REGISTRATION

REGISTERING YOUR NEW GAME ENTITLES YOU TO AN EXTENDED WARRANTY* ADD 3 MONTHS TO THE WARRANTY OF THIS GAME BY COMPLETING AND SUBMITTING, BY FAX OR MAIL, THIS FORM.

Game Name (one game per form):	Date:
Game Serial Number (located on the back of the cabinet):	**Game Location Type** Please Check One: ☐ Family Fun Center ☐ Sports Bar ☐ Bar ☐ Restaurant ☐ Laundromat ☐ Movie Theatre ☐ Mall ☐ Other (please specify) _____
Game Owner/Operator Company Name:	
Game Owner/Operator Address:	
Game Owner/Operator City/State/Zip:	
Game Owner/Operator Phone Number:	
Game Owner/Operator Fax Number:	
Game Owner/Operator E-Mail Address:	
Game Location Name and Address:	

*NOTE: Extended warranty only applies if ALL boxes on this form are complete.
One game per form. Extended warranty does not apply to used or close-out games.

Bay Tek Games Inc.
1077 East Glenbrook Dr.
Pulaski, WI 54162
Fax: 920.822.8936
Phone: 920.822.3951
www.baytekgames.com

We Aspire To Be The Best
In The World At
Developing And Manufacturing
Coin Operated Games For Our Customers.

INSTALLATION INFORMATION

Game Serial Number
(Located on the back of the cabinet, see figure below.)

Date of Installation

Installed by

Bay Tek Games Inc.
1077 East Glenbrook Dr.
Pulaski, WI 54162
www.baytekgames.com
E-Mail: service@baytekgames.com

Service: 920.822.3951 EXT. 1102
Parts: 920.822.3951 EXT. 1101
Fax: 920.822.8936
Service Fax: 920.822.1496
Sales: 920.822.3951

SUITABLE FOR INDOOR USE ONLY

Model: AAGM-1234	~110-120 VAC 50-60 Hz 2 AMPS
Software Version: 5-678	
Game Serial Number: 9-1234	
PCB Serial Number: 567,789	AMUSEMENT MACHINE
Manufacture Date: 7/07/2007	
Inspected By: X.X.	

www.baytekgames.com

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CONTACT INFO

Fax directly to service department:
(920) 822-1496
8 A.M. - 5 P.M. CST
MON. - FRI.

Comments / Questions:
(920) 822-3951 ext. 1101
8 A.M. - 5 P.M. CST
MON. - FRI.

Email :
service@baytekgames.com

ABOUT SMOKIN' TOKEN EXTREME ™

Operators distinguish Smokin Token as one of the great redemption success stories, and are now able to share in that unprecedented success for yet another generation.
Smokin Token has been taken to the **EXTREME**!

Smokin Token Extreme™ is a dual player fast coin game exciting for all ages. Player releases token and is awarded tickets for any target hit **AND** the wheel rises up to reveal bonus targets worth double tickets! Player wins the big Extreme Bonus when they hit a bonus target twice before the wheel descends to its original position. Loaded with edgy graphics, LED chase lights, adjustable bonus settings, standard electronics, and a high energy audio package, your players are sure to love this piece!

SAFETY PRECAUTIONS

DANGER

DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.

WARNING

Use of flammable substances can cause severe burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline, kerosene, or thinners.

CAUTION

Lifting heavy objects can cause back, neck, or other injuries. Be sure adequate lifting and moving devices are available when unloading, unpacking, and moving this game.

ATTENTION

Game power must be OFF before adjusting any of the programming selections.

INSPECTING THE GAME

Inspect the game for any damage, loose, or missing parts.
If damage is found please contact the carrier first. Then contact Bay Tek Games at 920.822.3951 or e-mail at service@baytekgames.com to order replacement parts.

SERVICE CONNECTIONS/POWER REQUIREMENTS

All Bay Tek games are 110V unless specifically ordered 220V.
The game will draw **2-3 AMPS** at start up.
Outlets should be rated for **20 AMPS** or higher.

ATTENTION

Be sure the electrical power matches the game requirements. See the serial number decal located on the back of the game cabinet.

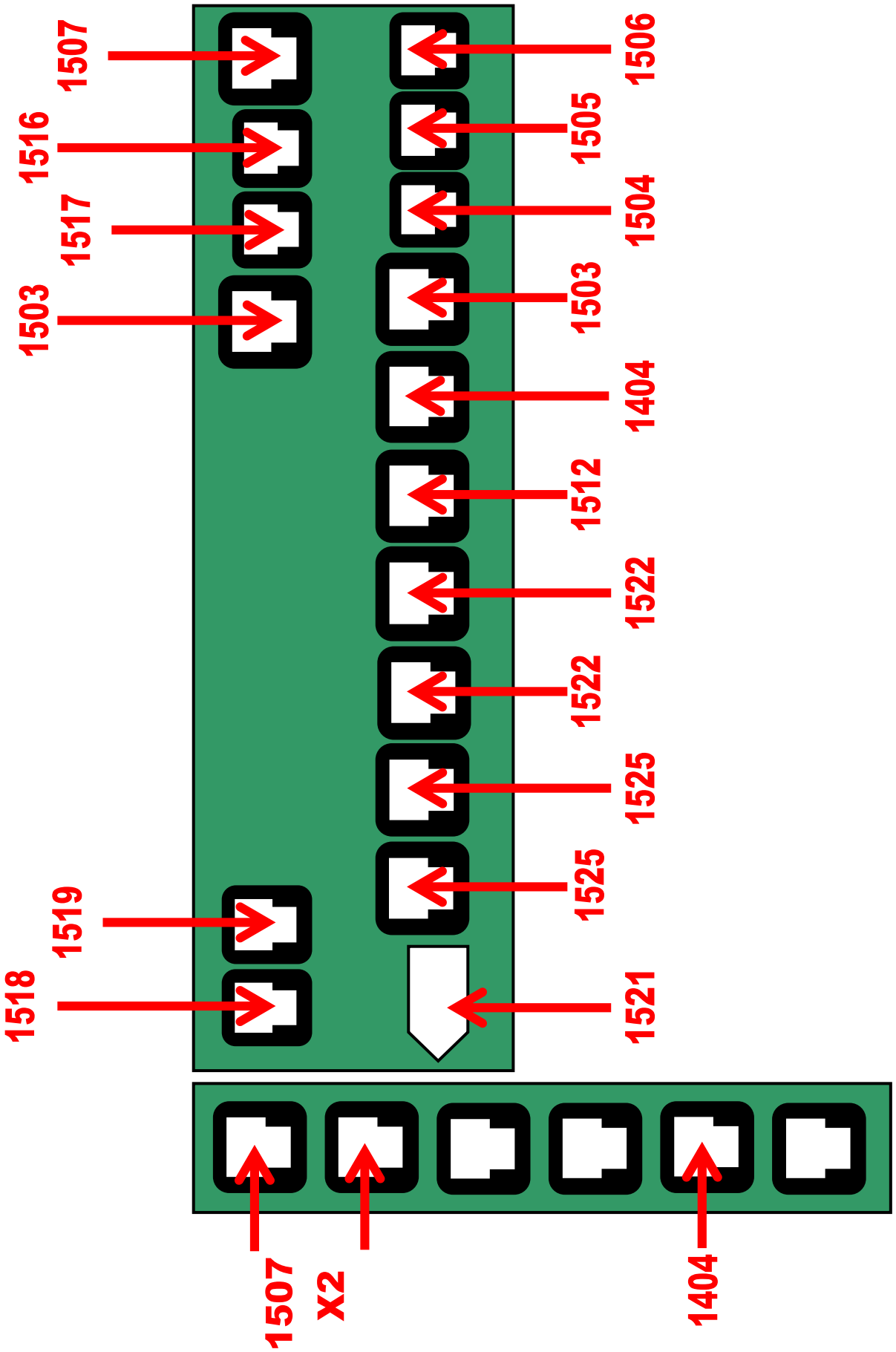
ATTENTION

Always plug this game into a grounded circuit.

ATTENTION

If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

AUXILIARY BOARD CABLE PLUG-IN MAP

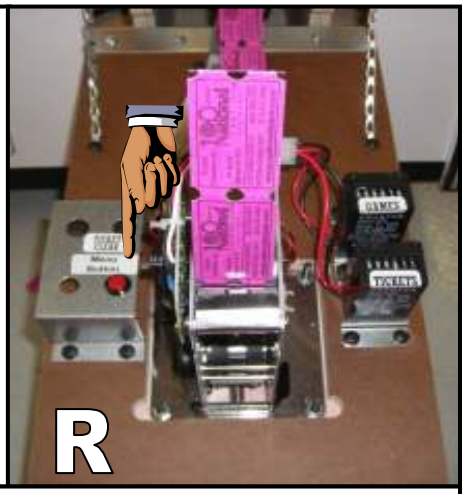


HOW TO ADJUST THE VOLUME

Follow the instructions below to adjust the volume on your Smokin' Token Extreme ™

1. Open the two front access doors.

2. Press and hold the red button on the **RIGHT** door.
Release the button when the both "**TICKETS**" displays read "**SND**".

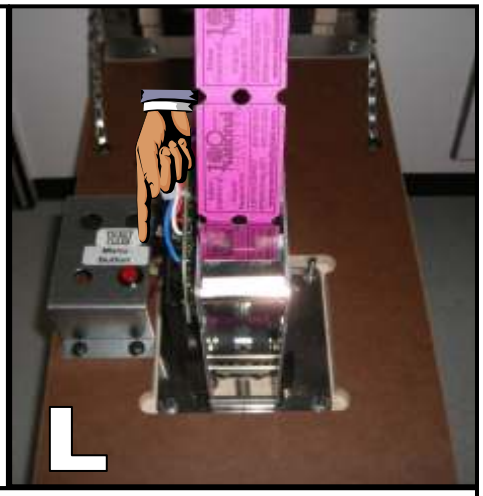


FACTORY DEFAULT = **3**

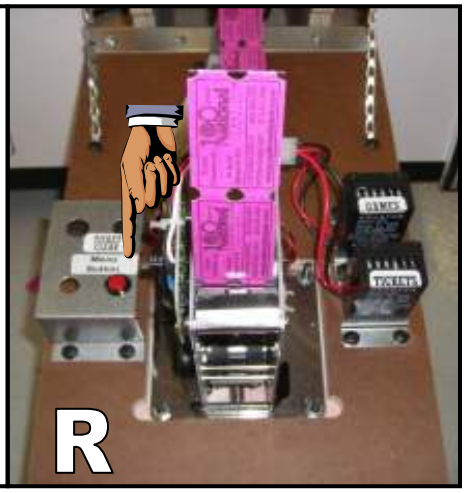
HOW TO ADJUST THE VOLUME

3. The "**EXTREME BONUS**" display will show the current volume setting.

To change the setting press the red button on the **LEFT** door.



4. To re-enter normal game play press and hold the **LEFT** red button until the displays go normal.



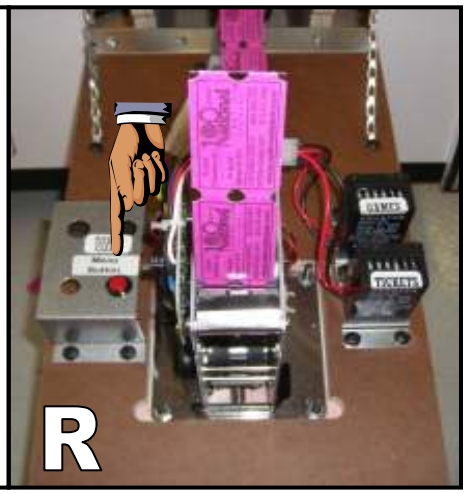
HOW TO VIEW GAME STATISTICS

The Smokin' Token Extreme ™ software keeps track of certain statistical information.
Accessing this information is easy and convenient.
We have included a statistic tracking sheet with your game.

Follow the directions on the next few pages to track your games progress.

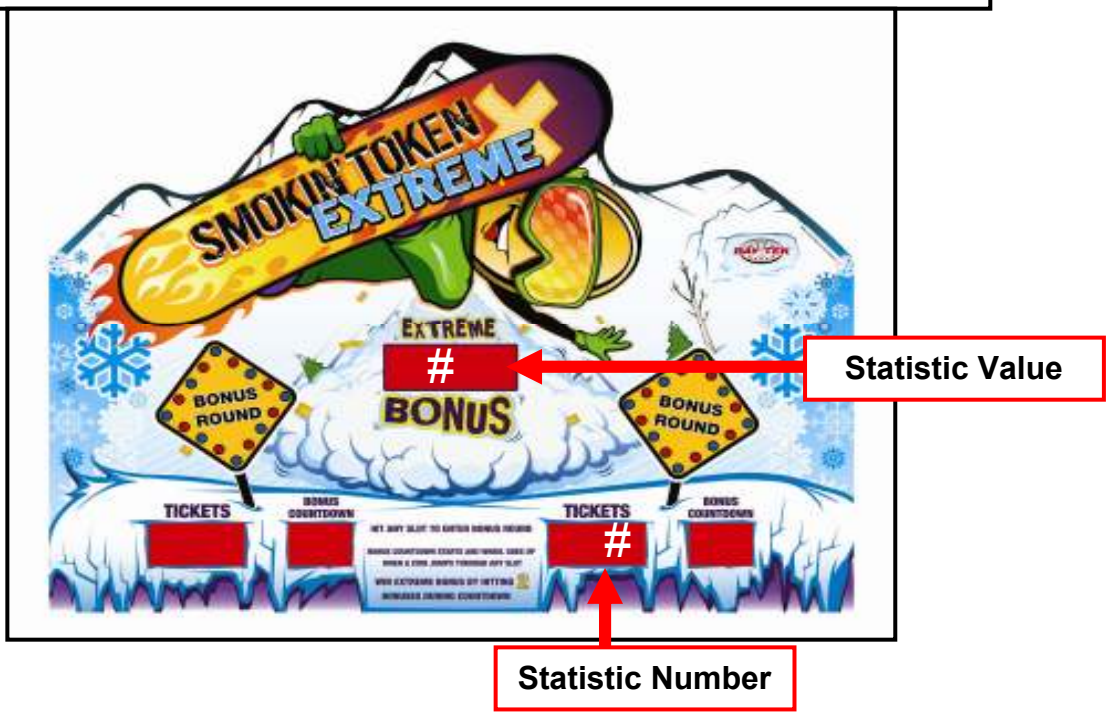
1. Open both front access doors.

Press and hold the **RIGHT** MENU/TICKET CLEAR button until **"nnn"** appears on the LEFT ticket display.



2. The number displayed on the RIGHT side TICKET display is the statistic number.

The number displayed on the EXTREME BONUS display is the statistic value.



3. Below is a list of the game statistics and the assigned number that will be displayed on the RIGHT side TICKETS display.

Number on the right side TICKETS display	Statistic assigned to that number
0	Total games played LEFT side
1	Total number played RIGHT side
2	Extreme bonus hits - combined
3	Misses in round 1
4	Misses in round 2
5	Slots 0 and 8 round 1 *
6	Slots 1 and 9 round 1 *
7	Slots 2 and 10 round 1 *
8	Slots 3 and 11 round 1 *
9	Slots 4 and 12 round 1 *
10	Slots 5 and 13 round 1 *
11	Slots 6 and 14 round 1 *
12	Slots 7 and 15 round 1 *
13	Slots 0 and 8 round 2 * (BLUE BONUS)
14	Slots 1 and 9 round 2 *
15	Slots 2 and 10 round 2 *
16	Slots 3 and 11 round 2 *
17	Slots 4 and 12 round 2 * (BLUE BONUS)
18	Slots 5 and 13 round 2 *
19	Slots 6 and 14 round 2 *
20	Slots 7 and 15 round 2 *
21	Tickets dispensed (x100)
22	Tickets Dispensed per coin

* See next page for slot assignments

ERROR CODES

Below is a list of ERROR codes built into the software.

ERROR	DEFINITION	CAUSE
01	TICKET JAM	Tickets are jammed in the dispenser
Lo	LOW TICKETS	Tickets are low or out
04	SLOT STUCK	There is a blockage in the slot sensor
08	EPROM CHECKSUM ERROR	Please call 920.822.3951 ext. 1101
10	EPROM WRITE ERROR	Please call 920.822.3951 ext. 1101
20	LEVEL NOT FOUND	Please call 920.822.3951 ext. 1101
40	WHEEL RPM ERROR	Please call 920.822.3951 ext. 1101

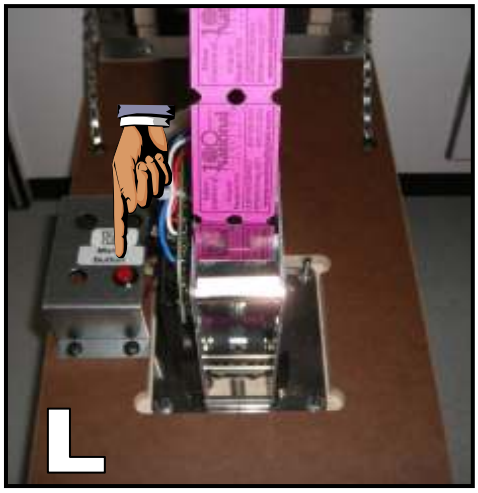
The above codes will display themselves on the side of the game in which they occur.
Err will be displayed on the **TICKETS** display, the error number will appear on the **BONUS COUNTDOWN** display.

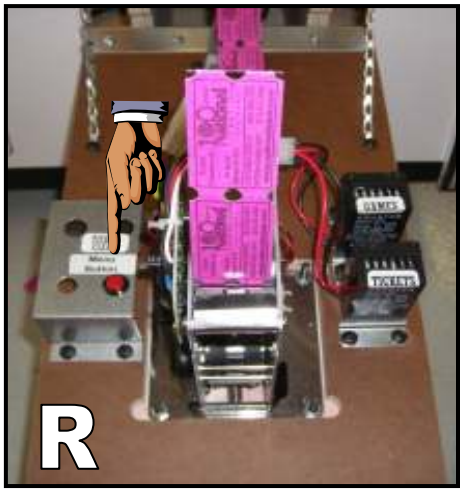
HOW TO CLEAR STORED TICKETS

If the tickets run out before the payout is complete the game will store the remaining amount of tickets due.
Once the ticket tray is refilled the tickets owed will dispense.
You can clear the tickets owed in memory in the event the player can not be located by following the directions below.

1. Open the front access door on the side of the game that has the accumulated tickets.

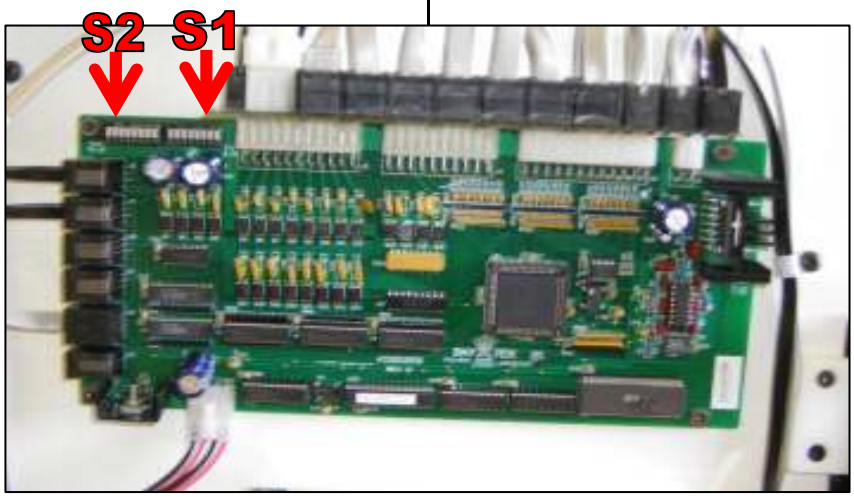
2. Before you load the new ticket pack, press and release the red service button. This will clear the stored tickets in the games memory.





DIP SWITCH ASSIGNMENTS

To change the factory settings you will need to access the two banks of dip switches located on the PCB by removing the back door, see page 15.
The switches are located in the upper left corner of the board.

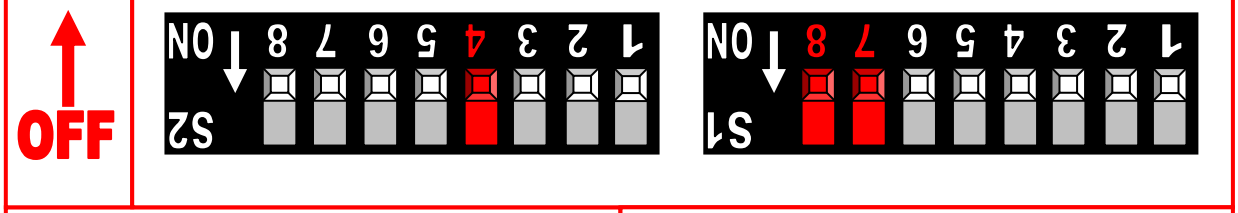


ATTENTION

Game power must be OFF before adjusting any of the programming selections.
Turn OFF the power strip located inside the game.
Set the desired dip switches, wait 30 seconds and turn the game back ON.

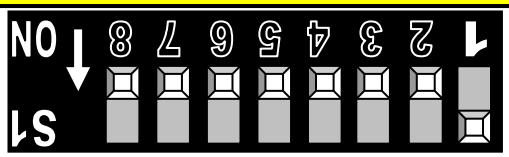
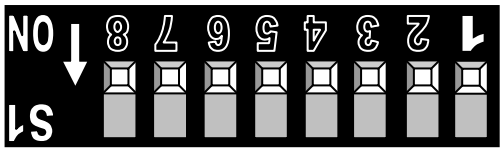
NOTE

When you look at the dip switches in your game, they appear upside down.
The following illustrations reflect that.

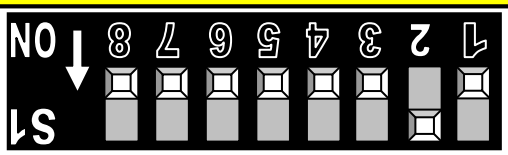
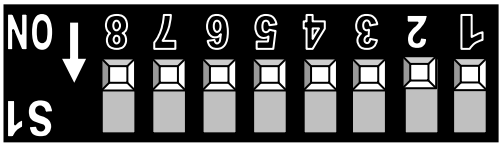


Bank S2 Dip 4 UNASSIGNED DIPS should remain **OFF**	Bank S1 Dips 7 and 8 UNASSIGNED DIPS should remain **OFF**

TICKET PAYOUT

BANK S1	DIP 1	
Allows you to choose a **Standard Payout** or the **Fixed Ticket (NJ)** payout.	Fixed Ticket (NJ) Payout	
	Standard Payout	

POWER LOSS MEMORY (NJ)

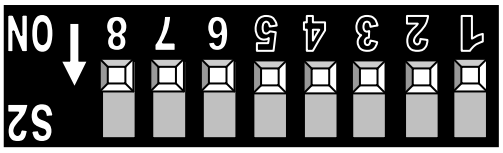
BANK S1	DIP 2	
In the event that the power is lost during ticket payout the game can store the unpaid amount and continue the payout once power is restored.	Tickets stored	
	Tickets NOT stored	

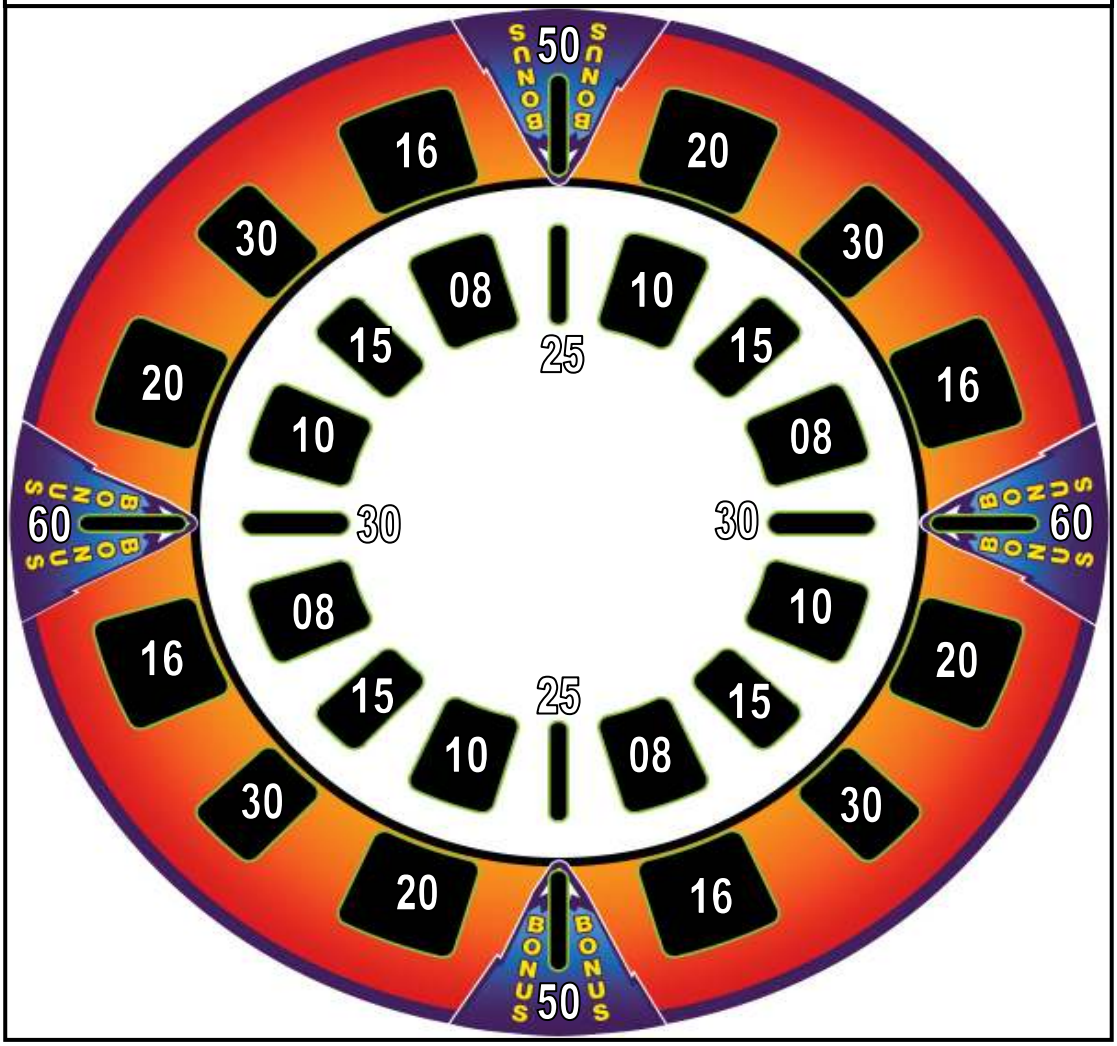
STANDARD TICKET PAYOUT - TABLE 1

BANK S2	DIPS 6, 7, 8

Each slot scored will pay out the displayed number of tickets.

Factory Default

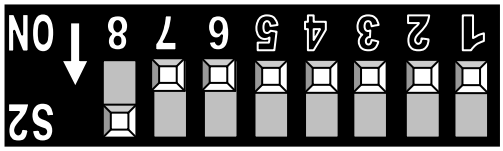


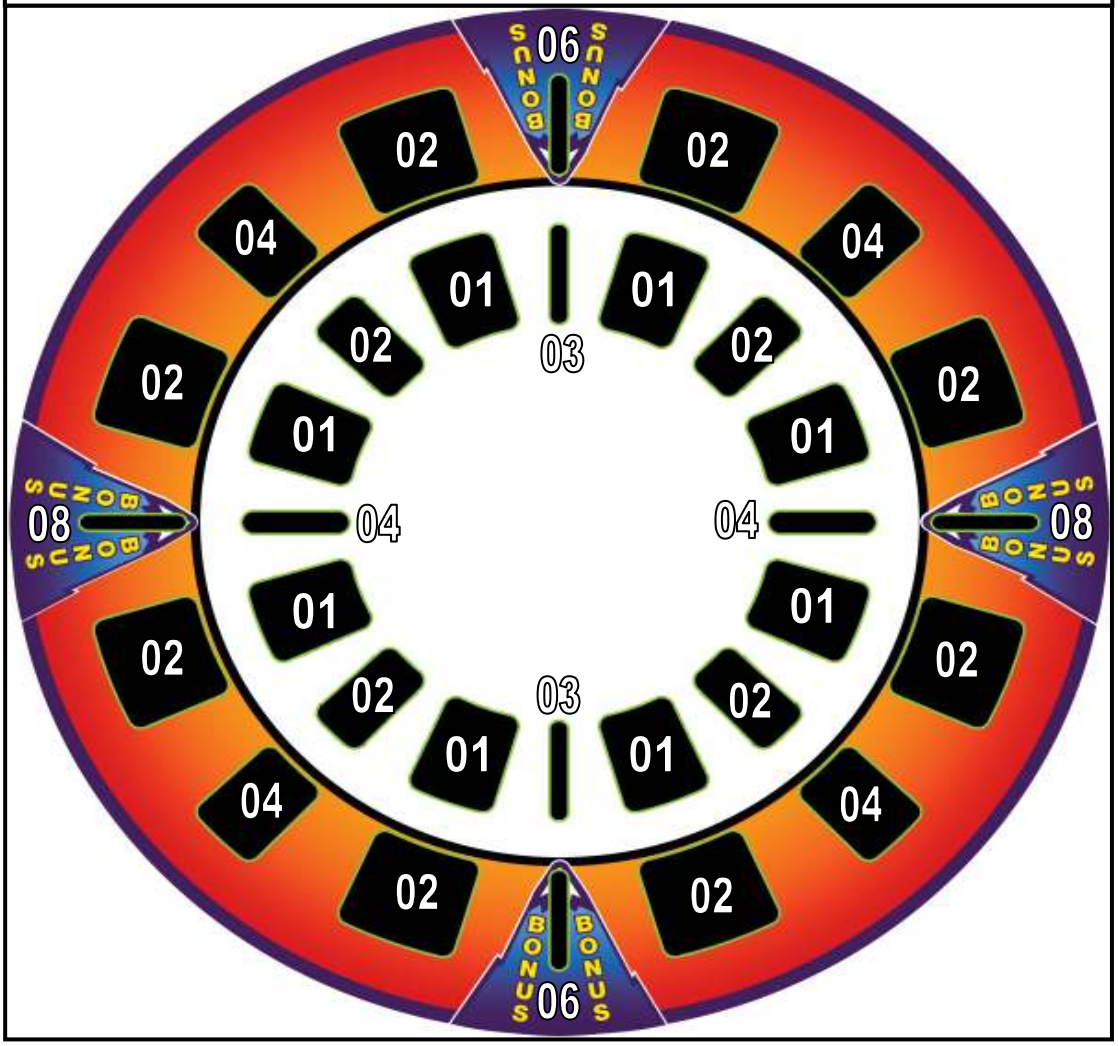


STANDARD TICKET PAYOUT - TABLE 2

BANK S2	DIPS 6, 7, 8

Each slot scored will pay out the displayed number of tickets.

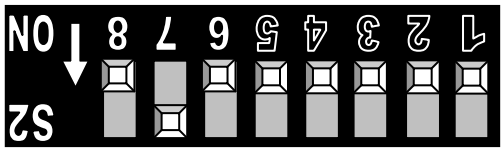


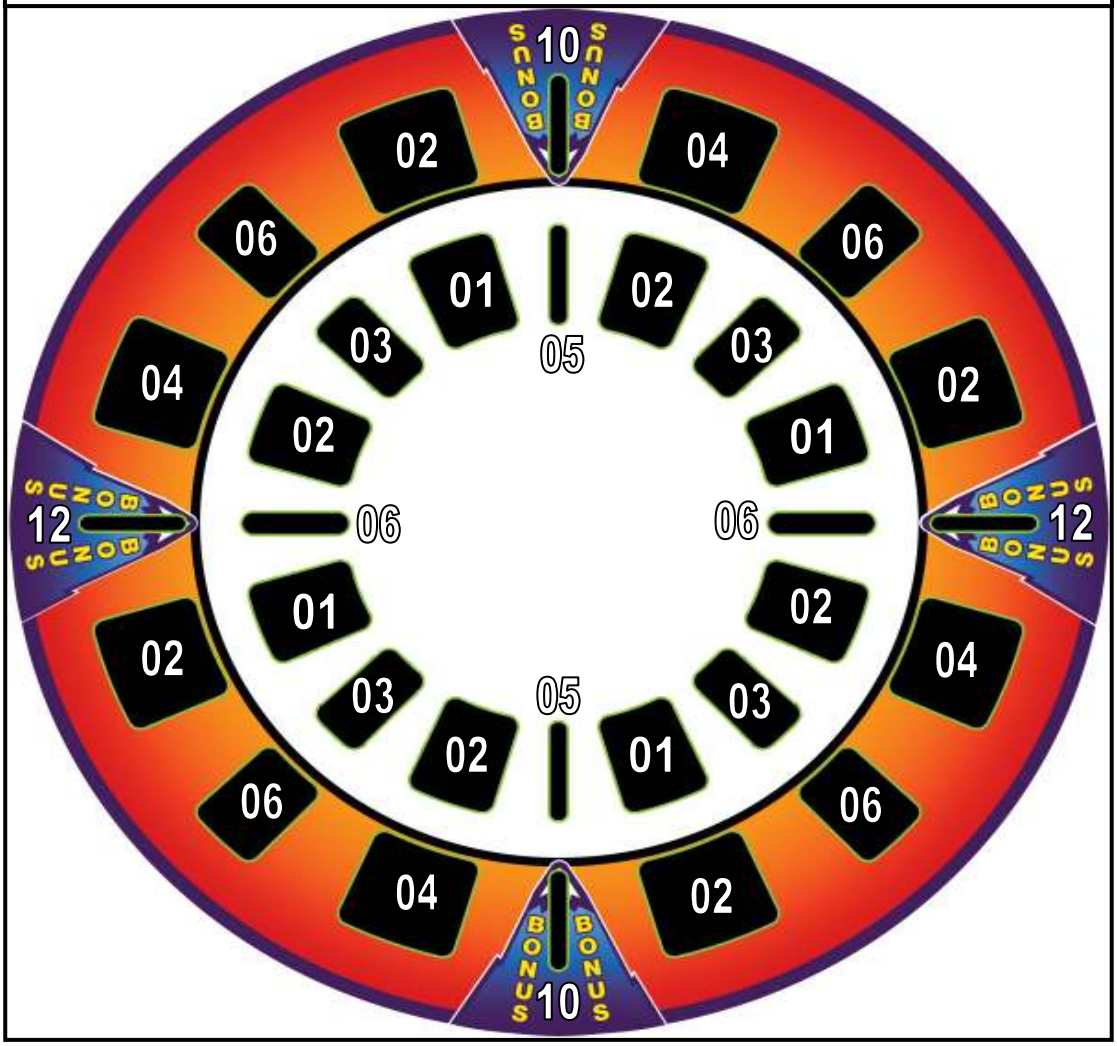


STANDARD TICKET PAYOUT - TABLE 3

BANK S2	DIPS 6, 7, 8

Each slot scored will pay out the displayed number of tickets.

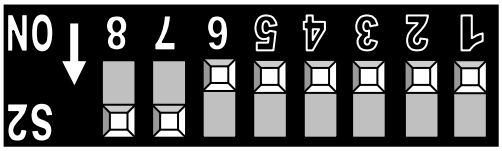


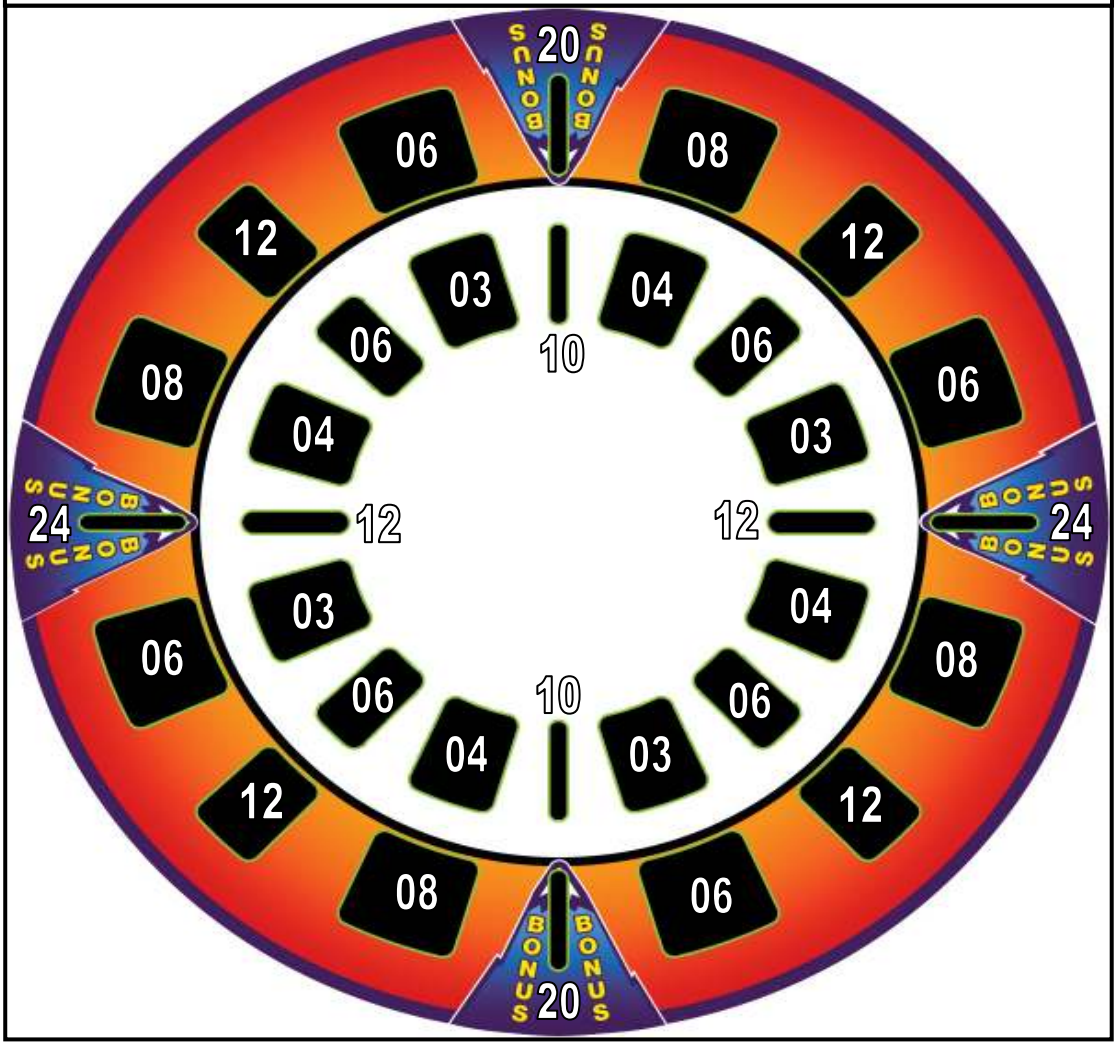


STANDARD TICKET PAYOUT - TABLE 4

BANK S2	DIPS 6, 7, 8

Each slot scored will pay out the displayed number of tickets.

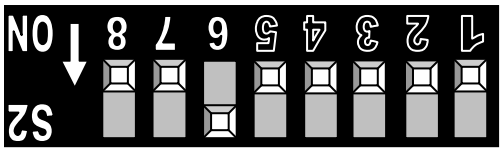


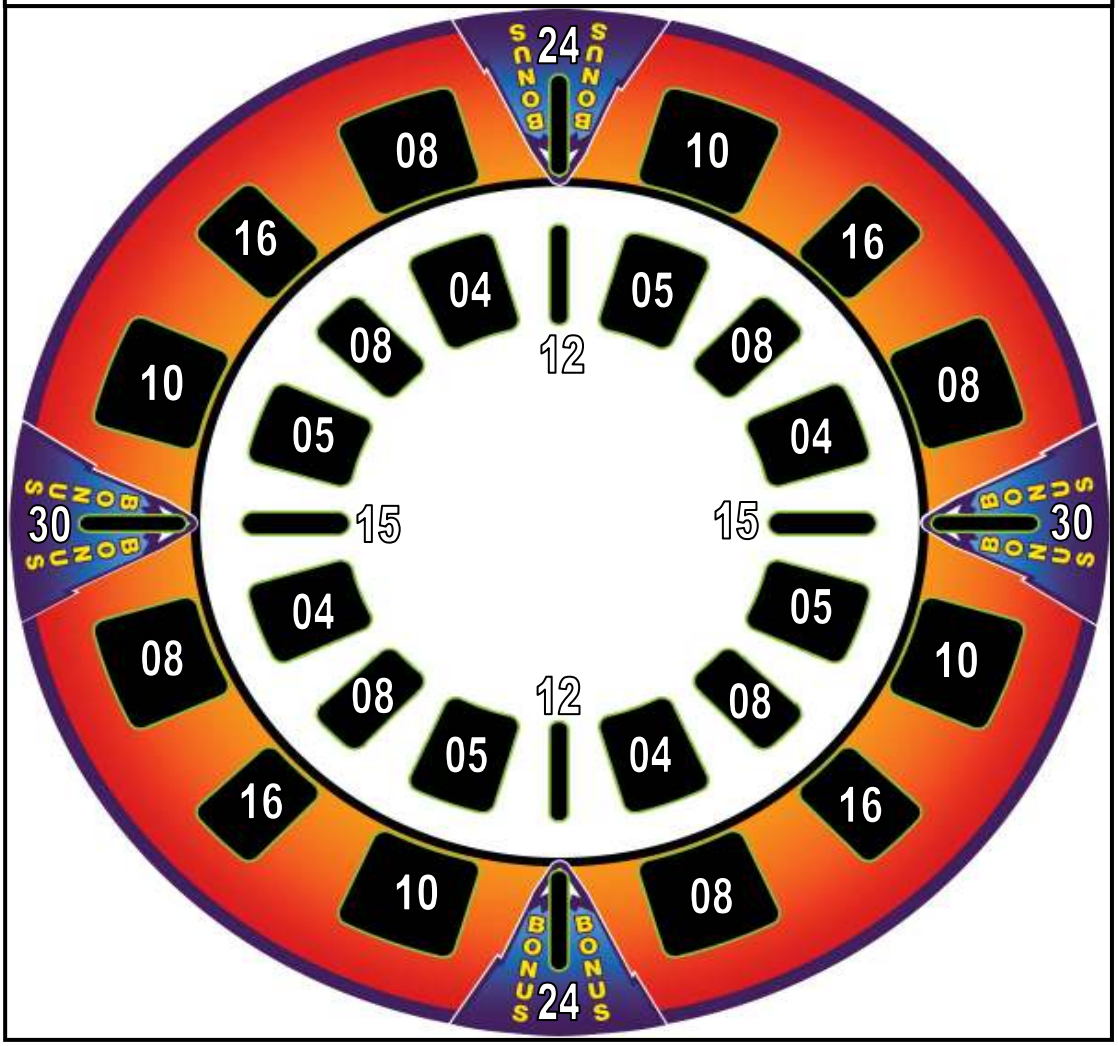


STANDARD TICKET PAYOUT - TABLE 5

BANK S2	DIPS 6, 7, 8

Each slot scored will pay out the displayed number of tickets.

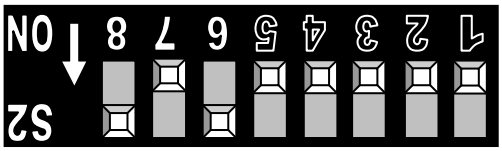


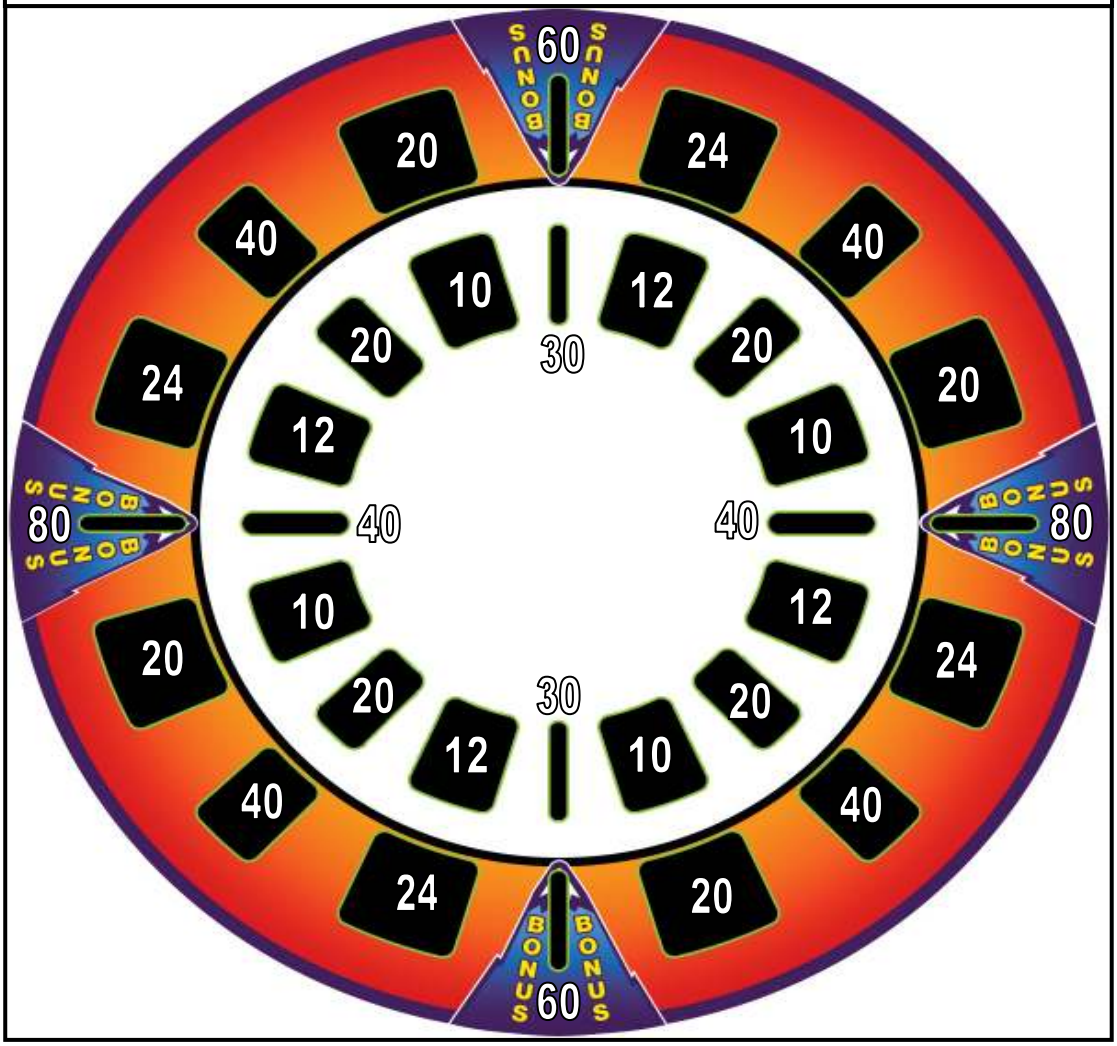


STANDARD TICKET PAYOUT - TABLE 6

BANK S2	DIPS 6, 7, 8

Each coin entered will pay out the displayed number of tickets.

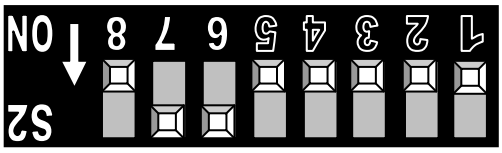


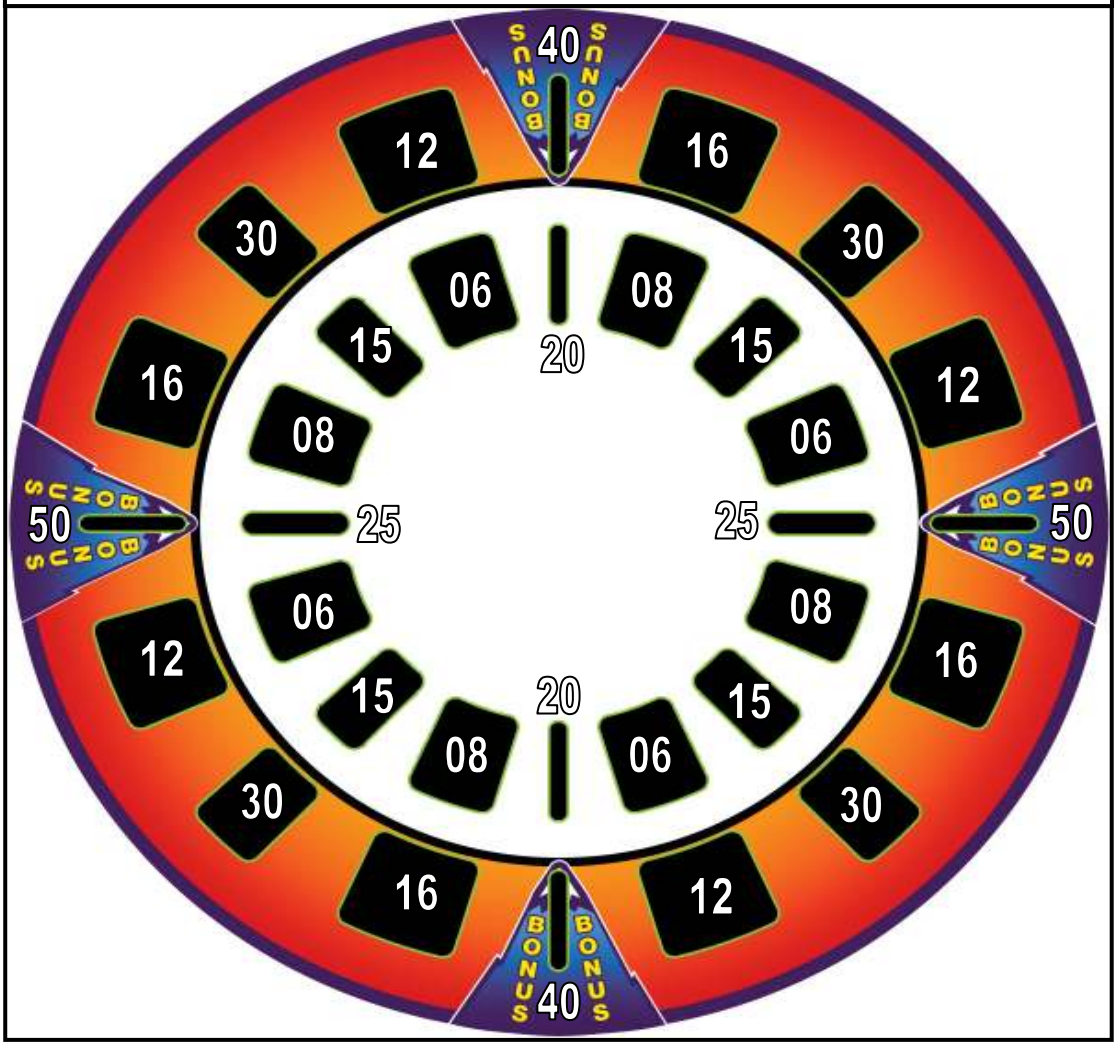


STANDARD TICKET PAYOUT - TABLE 7

BANK S2	DIPS 6, 7, 8

Each coin entered will pay out the displayed number of tickets.

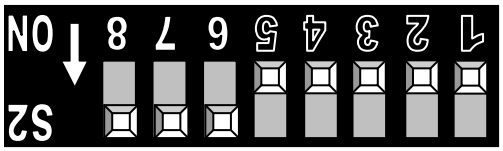


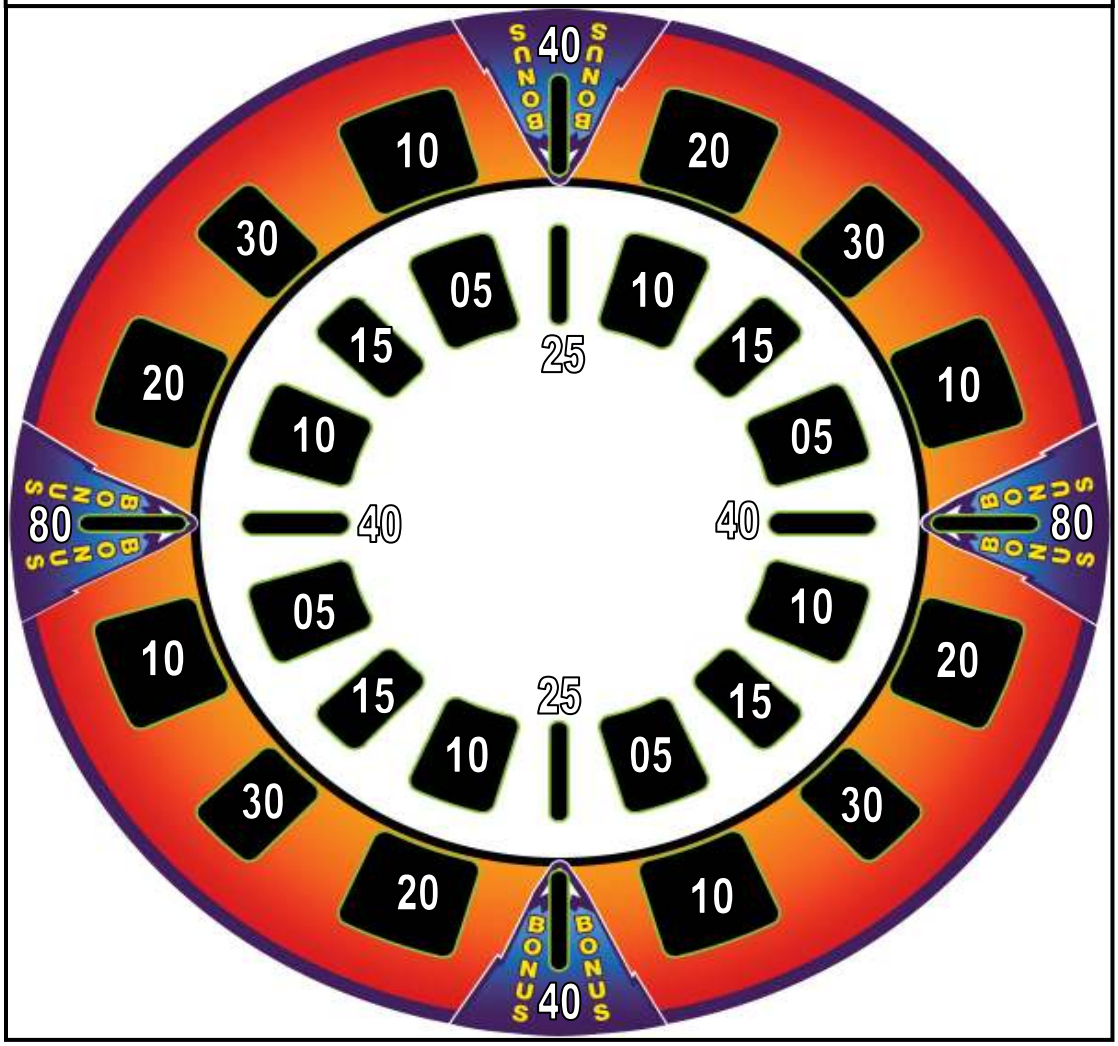


STANDARD TICKET PAYOUT - TABLE 8

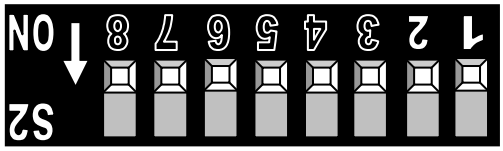
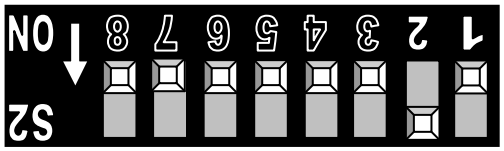
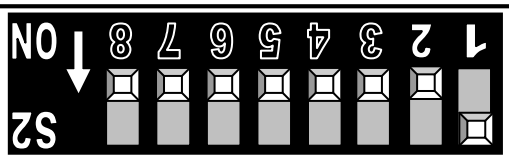
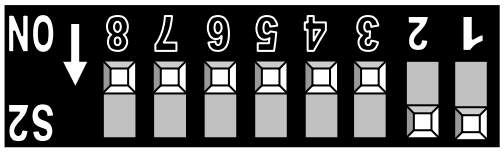
BANK S2	DIPS 6, 7, 8

Each coin entered will pay out the displayed number of tickets.

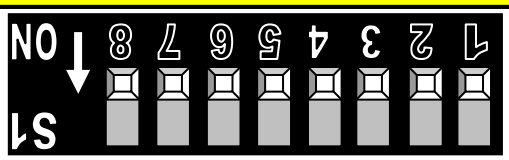
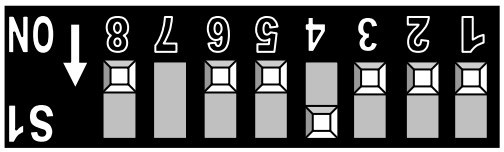
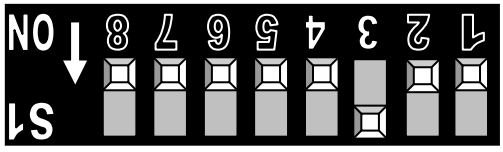
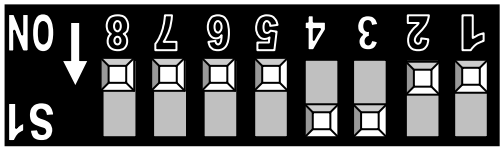




EXTREME BONUS PAYOUT

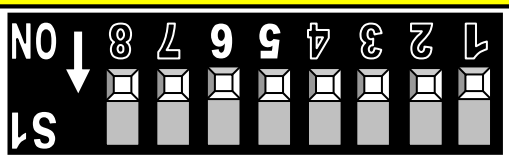
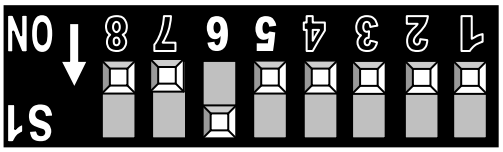
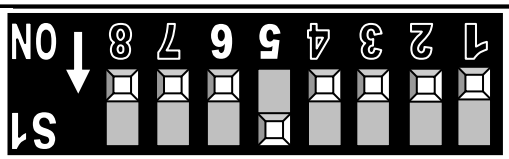
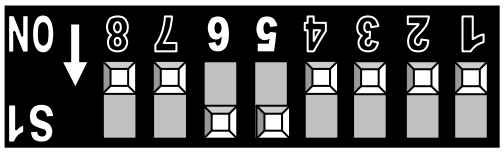
BANK S2	DIPS 1 AND 2	
Allows you to choose a **EXTREME BONUS PAYOUT.** Use dips 2 and 3 on Bank S2 to set the value. 	1000 Tickets *Factory Default*	
	250 Tickets	
	500 Tickets	
	2000 Tickets	

NUMBER OF HITS TO WIN THE EXTREME BONUS

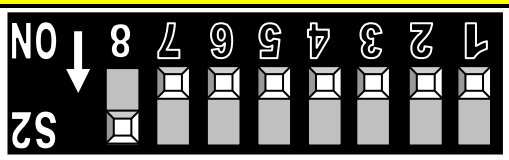
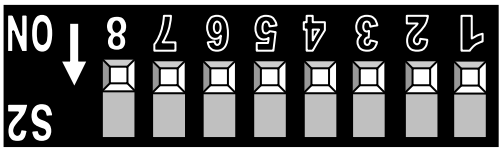
BANK S1	DIPS 3 AND 4	
Allows you to choose how many times the player has to hit the "Blue Bonus" slot, in the time allotted, to win the Extreme Bonus tickets. *We <u>do not</u> recommend using this to adjust difficulty.*	2 Hits *Factory Default*	
	1 Hit	
	3 Hits	
	4 Hits	

"Blue Bonus" Slot

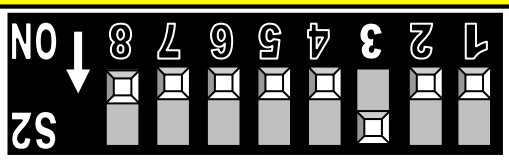
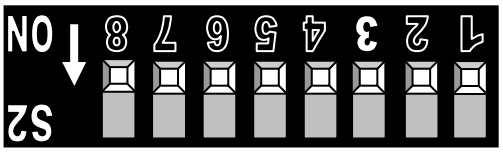
BONUS SHOT TIMER

BANK S1	DIPS 5 AND 6	
Allows you to set the number of seconds the player has to hit the "Blue Bonus" slot. *We recommend using this to adjust difficulty.*	20 Seconds *Factory Default*	
	7 Seconds	
	14 Seconds	
	25 Seconds	

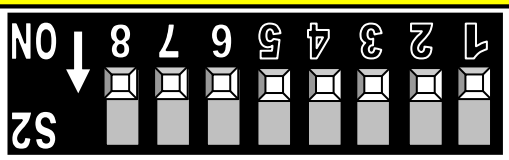
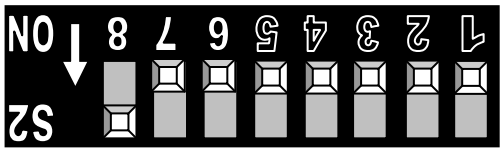
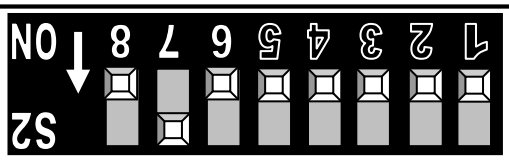
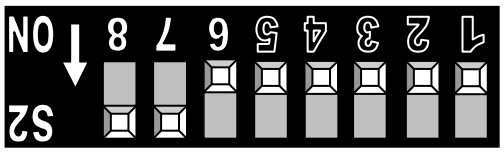
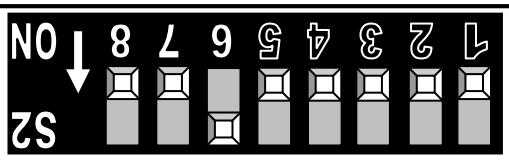
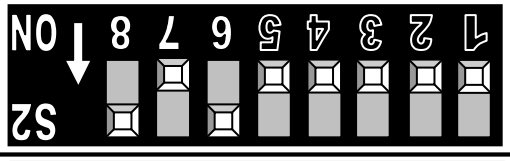
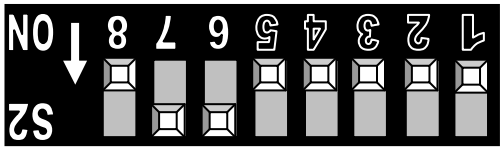
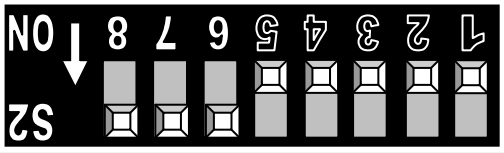
MERCY TICKET

BANK S2	DIP 8	
Allows you to set the game to pay one (1) mercy ticket for every slot missed.	1 Ticket	
	NO Tickets *Factory Default*	

HALF TICKET PAYOUT

BANK S2	DIP 3	
Allows you to set the game to pay one (1) for every two (2) tickets won.	Half Tickets	
	Full Tickets *Factory Default*	

FIXED TICKET TABLE (NJ)

BANK S2	DIPS 6, 7, 8	
Fixed Ticket (NJ) Ticket payout tables. Each coin entered will pay out the set number of tickets. The player **does not** need to hit any target slot for payout. Use dips 6, 7, and 8 on Bank 2 to set your value.	5 Tickets	
	6 Tickets	
	7 Tickets	
	8 Tickets	
	9 Tickets	
	10 Tickets	
	11 Tickets	
	12 Tickets	

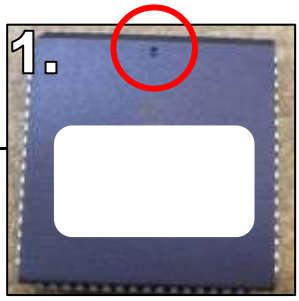
INSTALLING SOFTWARE / SOUND CHIPS

ATTENTION

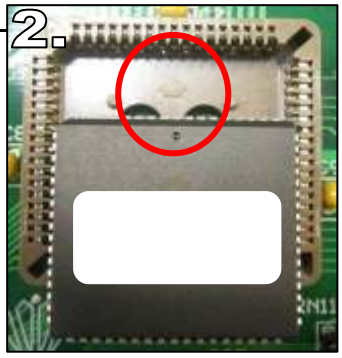
Game power must be OFF before removing or installing any software chips.
Turn OFF the power strip located inside the game.

Installing the Software Chip

1. You will notice a small dimple on one edge of the chip.

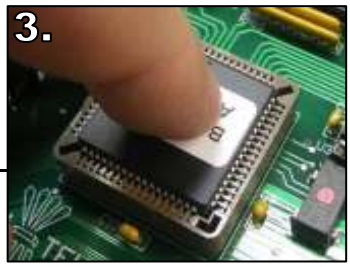


2. That dimple should line up with an arrow in the socket on the board.



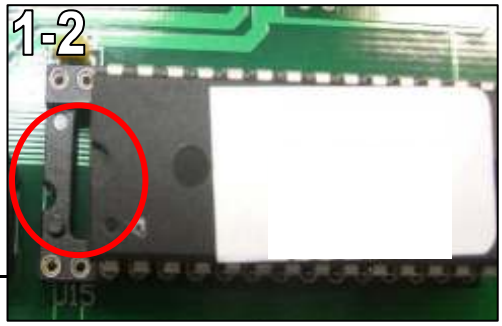
3. Line the legs of the chip with the slots in the socket and push the chip

NOTE: The legs on the chip should not be bent at all.



Installing the Sound Chip

1. You will notice a small notch on one edge of the chip.



2. That notch should line up with a notch in the socket on the board.

3. Line the legs of the chip with the slots in the socket and push the chip

NOTE: The legs on the chip should not be bent at all.

SOFTWARE UPGRADE LOG

If you replace the software in your game it is recommended that you note the changes made. Below is a chart you can use to track software upgrades.

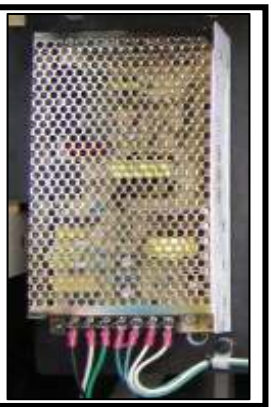
DATE	MAIN or SOUND CHIP	VERSION INSTALLED	REASON FOR CHANGE	INTL.
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			
	M / S			

POWER SUPPLY DIAGNOSTICS

Use the following procedure to check the Power Supply for Gen 5 games.

Start by removing the backdoor to gain access to the Power Supply. It is mounted directly to the left of the PCB.

Look for the small green LED light on the Power Supply circuit board. If the light is out there is a short somewhere. If the light dims, there is an overload in one of the circuits such as a bad motor.



Turn power OFF. Disconnect all 12 volt output wires only. Turn power ON.

Green LED Light comes ON.

Green LED Light remains OFF. → Replace Power Supply. (A5PS1001)

Turn power OFF. Unplug all outputs from the large PCB. Reconnect the 12 volt output wires to the Power Supply. Turn power ON.

Green LED Light comes ON.

Green LED Light remains OFF. → Short in PCB - Replace.

Turn power OFF. Reconnect the outputs at the PCB one at a time. Wait 3 minutes between tests to turn power ON.

Green LED Light remains OFF. → That cable or related component is shorted out. See Jumper Cable Pin-Outs to see which component might be at fault.

Green LED Light dims. → A related component such as a solenoid is causing an overload. See Jumper Cable Pin-Outs in manual to see which component might be at fault.

Green LED Light comes ON. → That cable is OK.

MAINTENANCE CHECKLIST

Use the following chart as a guide only.
Actual maintenance will depend on usage and environmental conditions at your location.
Keep a log of all inspections, even if no problems were found.

DANGER

DO NOT perform repairs or maintenance on this game with the power ON. Unplug the unit from the wall outlet or shut off the power at the power strip located inside the game cabinet.

WARNING

Use of flammable substances can cause severe burns or serious injury. Always use NON-FLAMMABLE solvents for cleaning. DO NOT use gasoline, kerosene, or thinners.

ATTENTION

DO NOT use any cleaning solvents on the games graphics.
Use only a mild soap solution and a clean lint free cloth.

Inspect the game for damage. Repair as needed.	**DAILY**
Check all game lighting. Repair or replace lamps as needed.	**DAILY**
Fill ticket trays.	**DAILY**
Empty coin box.	**DAILY**
Test game to ensure proper operation.	**WEEKLY**
Clean outside surfaces with warm soapy water only. **Do Not** use solvents on decals or acrylic surfaces.	**WEEKLY**
Clean front glass with glass cleaner and a clean lint free cloth.	**WEEKLY**
Blow paper dust from the ticket dispenser outside the game. Clean more often if conditions dictate.	**MONTHLY**

REPAIR/MAINTENANCE LOG

If you need to make repairs or order replacement parts it is a good idea to keep a log. Below is a chart you can use to track repairs and maintenance.

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INTL.

REPAIR/MAINTENANCE LOG

DATE	MAINTENANCE PERFORMED	PARTS ORDERED	INTL.

NOTES

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NOTES

TECHNICAL SUPPORT

Excellent customer service is very important to Bay Tek Games! We know that keeping your games in great operating condition is important to your business. When you need us, we are here to help. You can call us for free technical assistance, and you can count on us to have parts on-hand to support your game. When you do need us, it's important that you know what to expect. We offer options that fit your needs.

Electronics / Circuit Boards:

•**Repair & Return** – If you have Circuit Board issues with your Bay Tek game, you can send the board to us and we'll repair it right away. Most items sent to us are repaired and returned to you within two days. This option is your best value as we offer this fast turn-around service at the most reasonable price.

•**Advance Replacement** – If you have Circuit Board issues with your Bay Tek game, but you don't have time to send in your board in for repair, give us a call and ask for an Advance Replacement. We'll send you a replacement board that same day (pending availability). When you get your new board, just repackage the defective board in the same box and send it back to us. We make it easy by including a UPS Return-Shipping label for you to put on the box.

This is your best option when you need to get your game up and running as quickly as possible!

• **Spare Parts** – Take matters into your own hands and purchase new spare Circuit Boards for your Bay Tek games. Many of our games share the same main-board electronics. This means you can buy one set of spare electronics to support many of your Bay Tek games. Spare boards allow you to get your game up and running the quickest and provide you a valuable troubleshooting option. Call our technicians to get recommendations for what you should keep on hand for spare parts!

Technical Support:

"You" are the best tool for troubleshooting! Your abilities to understand the game and your skills to repair the game are invaluable to us! If you need help, you know you can call us. It's not easy to diagnose a game remotely by phone, but our technicians do a great job. They'll need your help to perform some troubleshooting steps and convey to them exactly what's happening with your game.

Returns & Credits:

Sometimes the issue isn't what it seemed to be. If you chose the Advance Replacement option and now need to return that circuit board, just give us a call to get Return Authorization. You will be credited for the cost of the board and charged only the bench fee for our processing and retesting that board. If you choose the Repair and Return option, we'll test your board before we begin. If no problems are found, you will only be charged the bench fee.

Note: Bench fees apply regardless of whether the repair was your choice or a recommendation from a Bay Tek Games technician.

It's a small price to pay for troubleshooting the issues with your game.

You can count on our Technical Support Team for service and support!

WARRANTY OPTIONS

Bay Tek Games warrants to the original purchaser that the game will be free of defects in workmanship and materials for a period of 6 months from the date of installation.

Register your new game for an extra 3 months on your warranty.
See page 1 for registration information.
Bay Tek Games will, without charge, repair or replace at it's option defective product or component parts upon notification to the parts/service department.

Warranty replacement part(s) will be shipped immediately via ground service, along with a **Return Material Authorization** (RMA) number for the return of defective part(s). Defective part(s) must be shipped back to Bay Tek Games unless otherwise instructed.

This warranty does not apply in the event of any misuse or abuse to the product, or as a result of any unauthorized repairs or alterations. The warranty does not apply if the serial number decal is altered, defaced, or removed from it's original position.

Should you need your game serviced, determine the serial number from the decal on the back of the game cabinet or main board, and call **920.822.3951 and press 1 when prompted** or e-mail to: **service@baytekgames.com**

NON-WARRANTY PARTS

Should your game need servicing, determine the serial number from the decal on the back of the game cabinet or the main board, and call **920.822.3951** or e-mail to: **service@baytekgames.com**
An estimate of the repair charges will be quoted to you for approval.
You may now proceed in one of two ways.

Option 1:

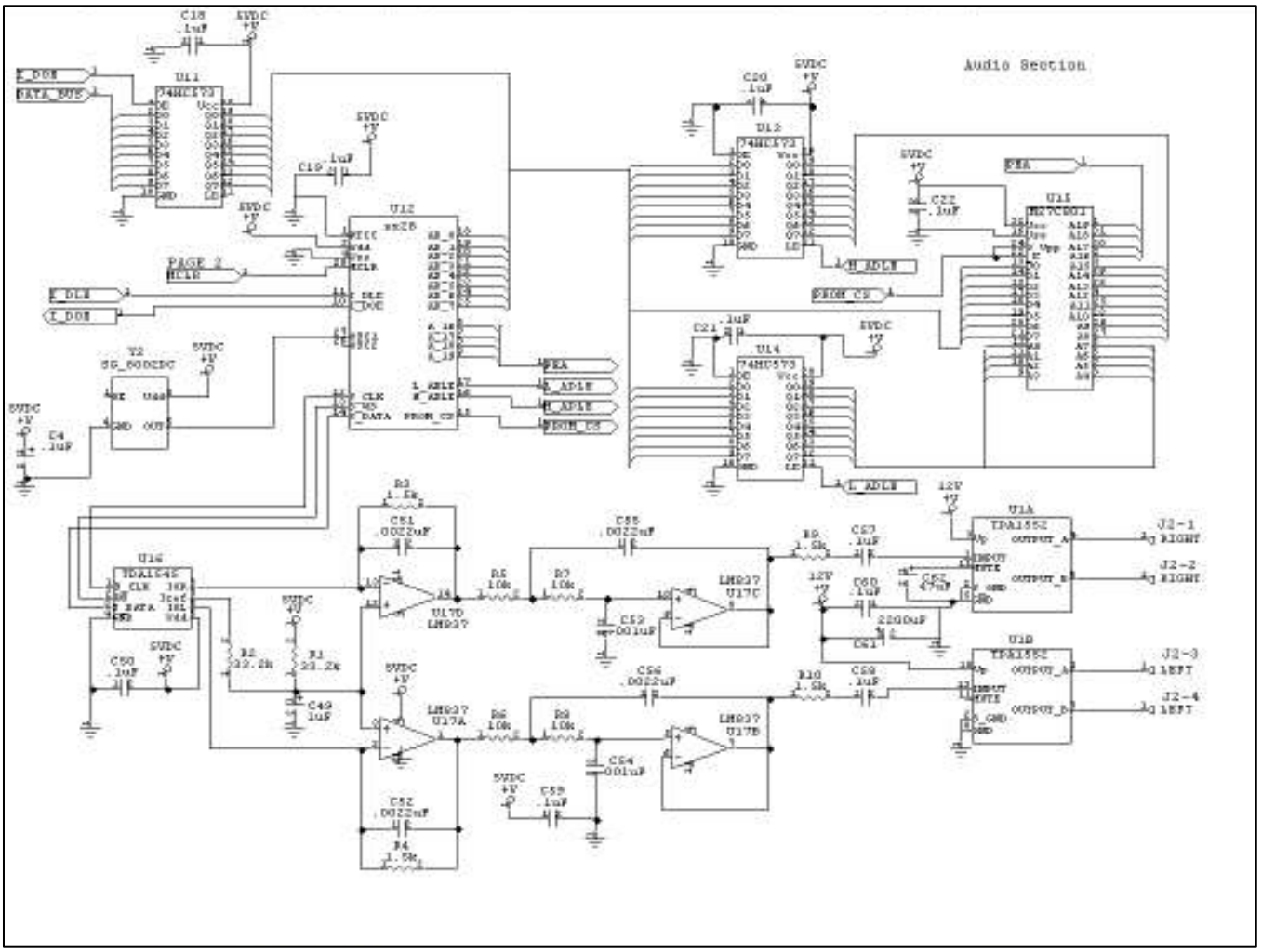
Request immediate shipment of advance replacement part(s).
You will receive the part(s) with
a **RMA** for the return of the faulty part(s).
You must return the faulty part(s) in 14 days to avoid additional charges.

Option 2:

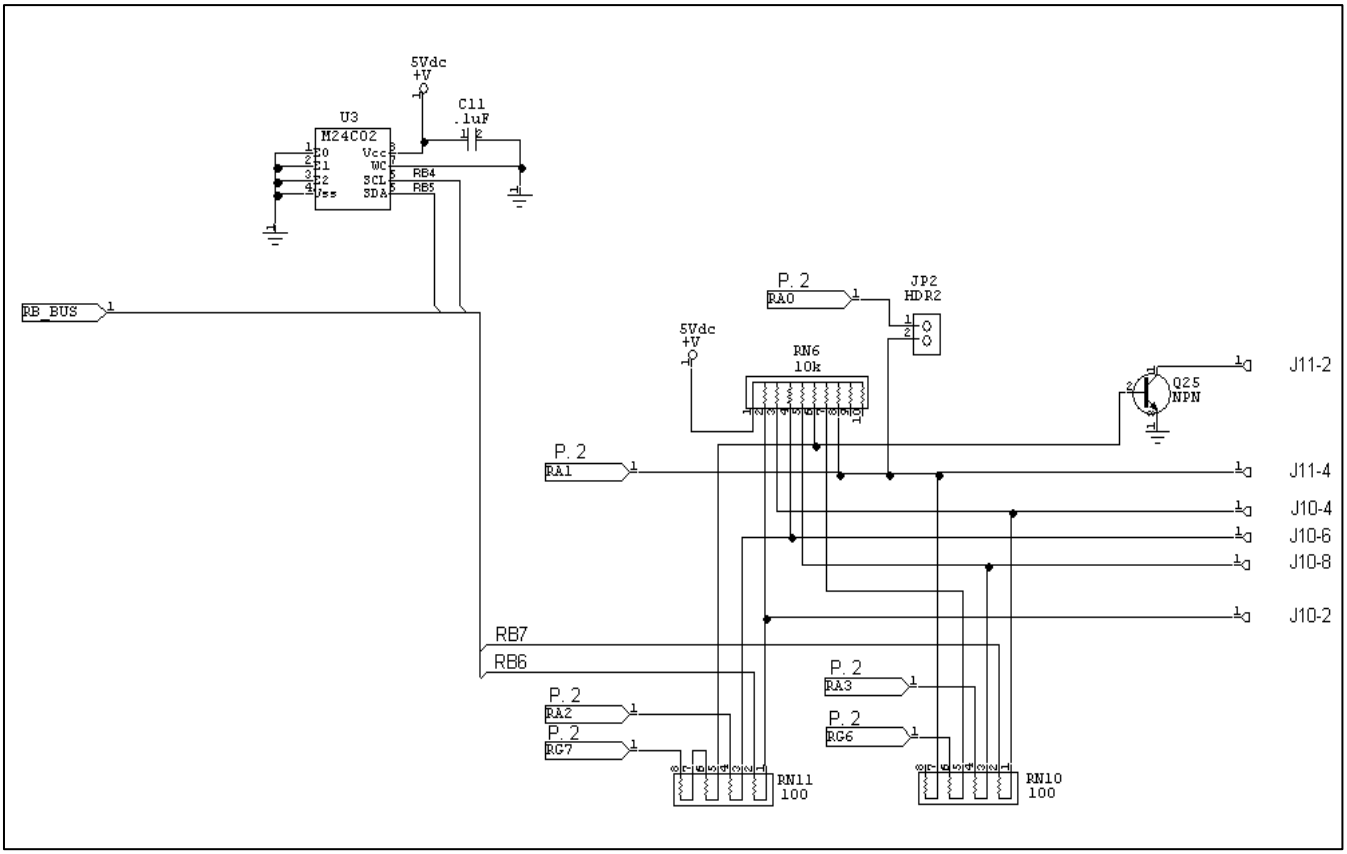
Send in the faulty part(s) for repair or replacement.
Please include the following information
NAME
ADDRESS
PHONE #
SERIAL #
PURCHASE ORDER NUMBER or
SIGNED AUTHORIZATION to perform service.
Repair and returned part(s) will be shipped back using the same method in which they were received.
Repairs are warranted 30 days from the date installed into service.

ELECTRICAL DRAWINGS

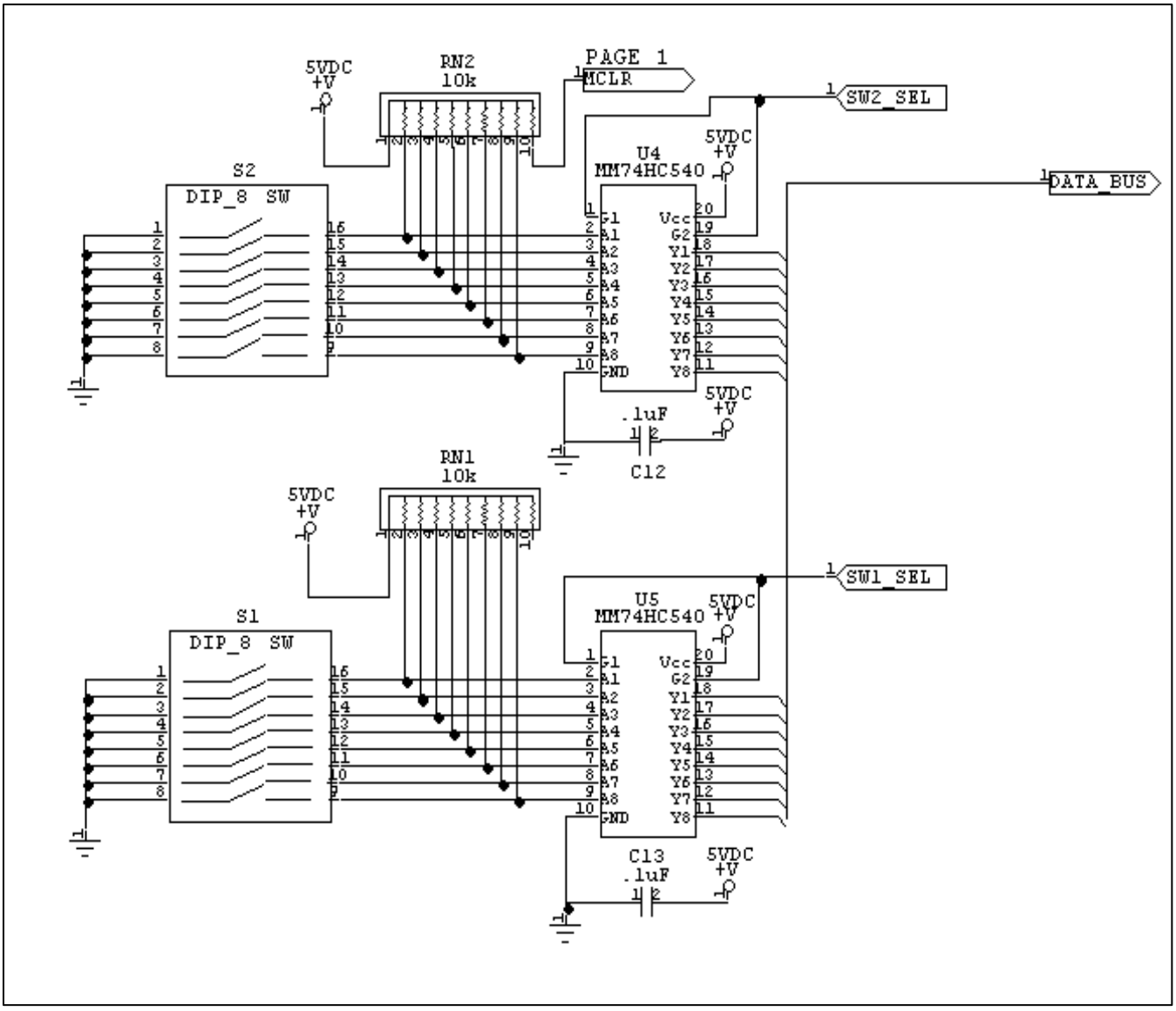
PCB DRAWING



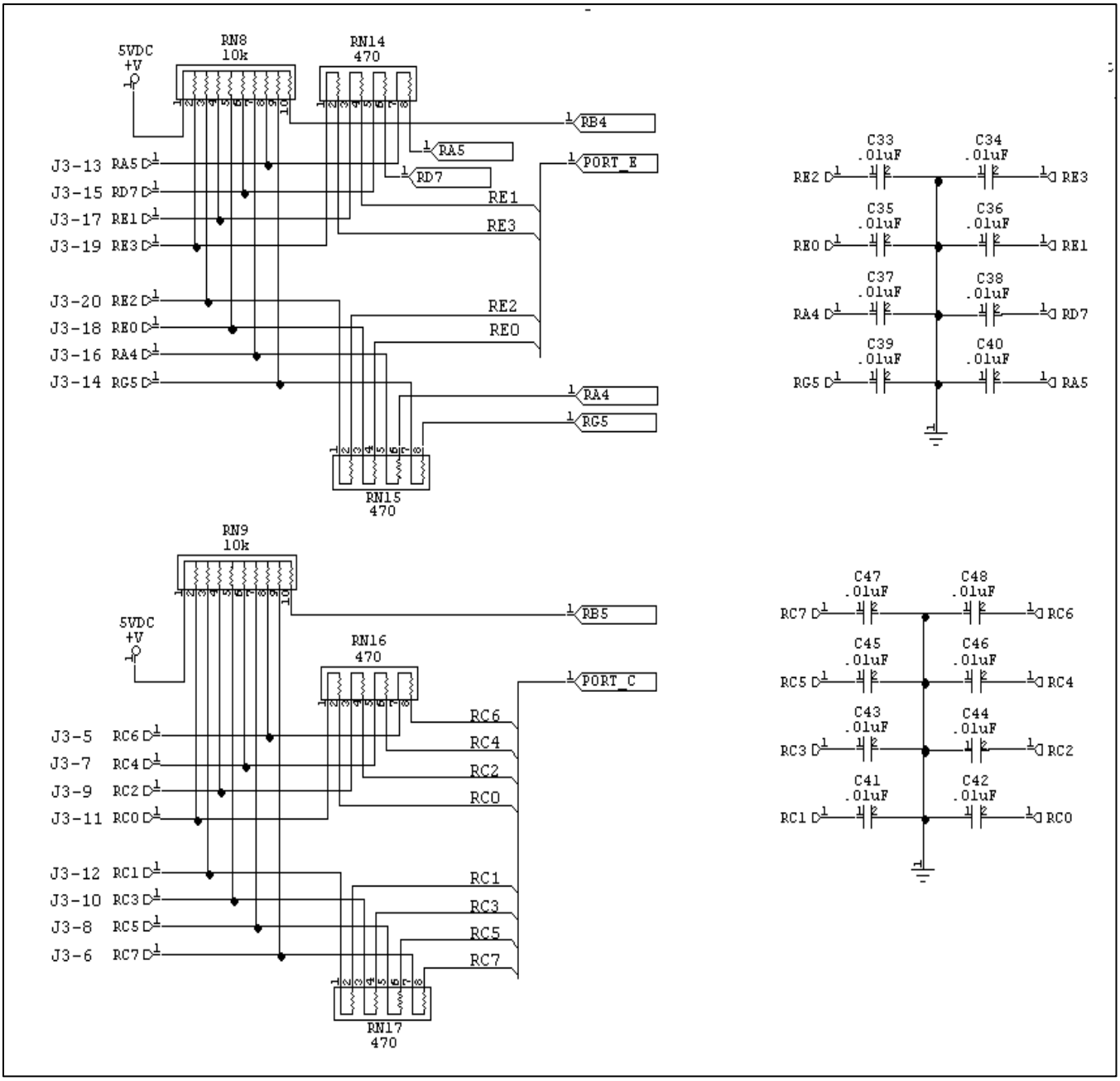
Communications - Serial EEprom



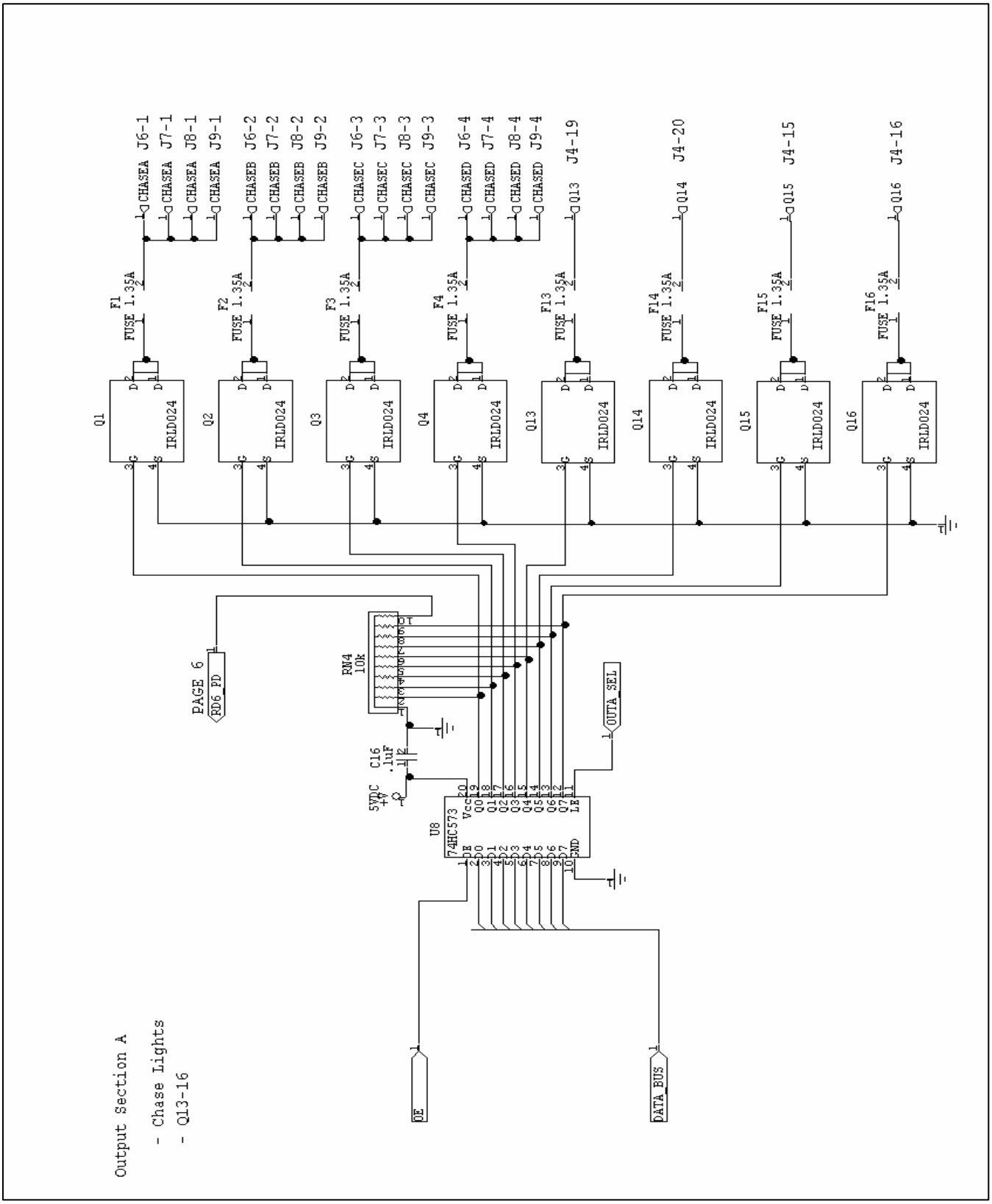
Input Section A - Con. Switches



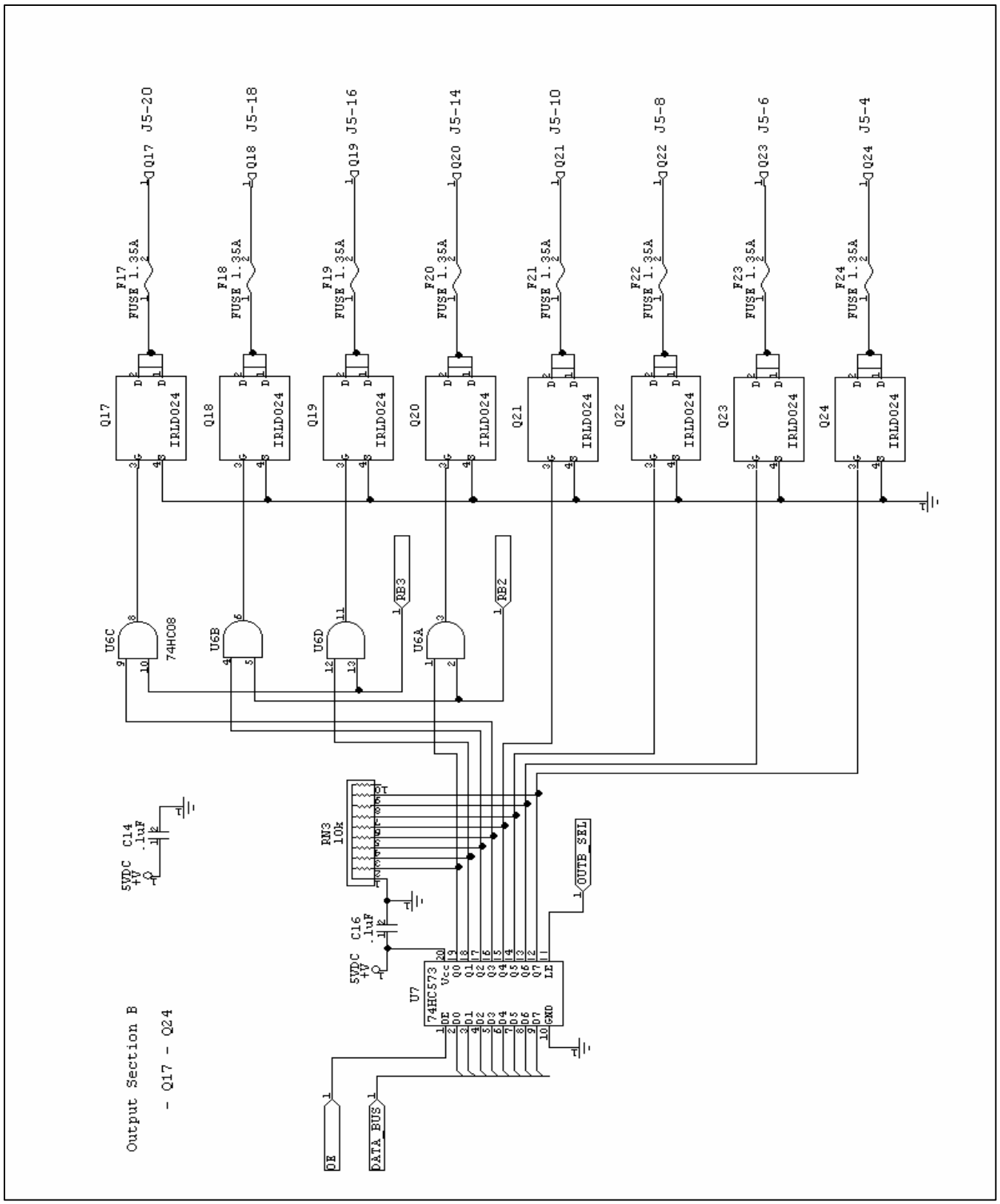
Input Section B - Inputs RE, RC



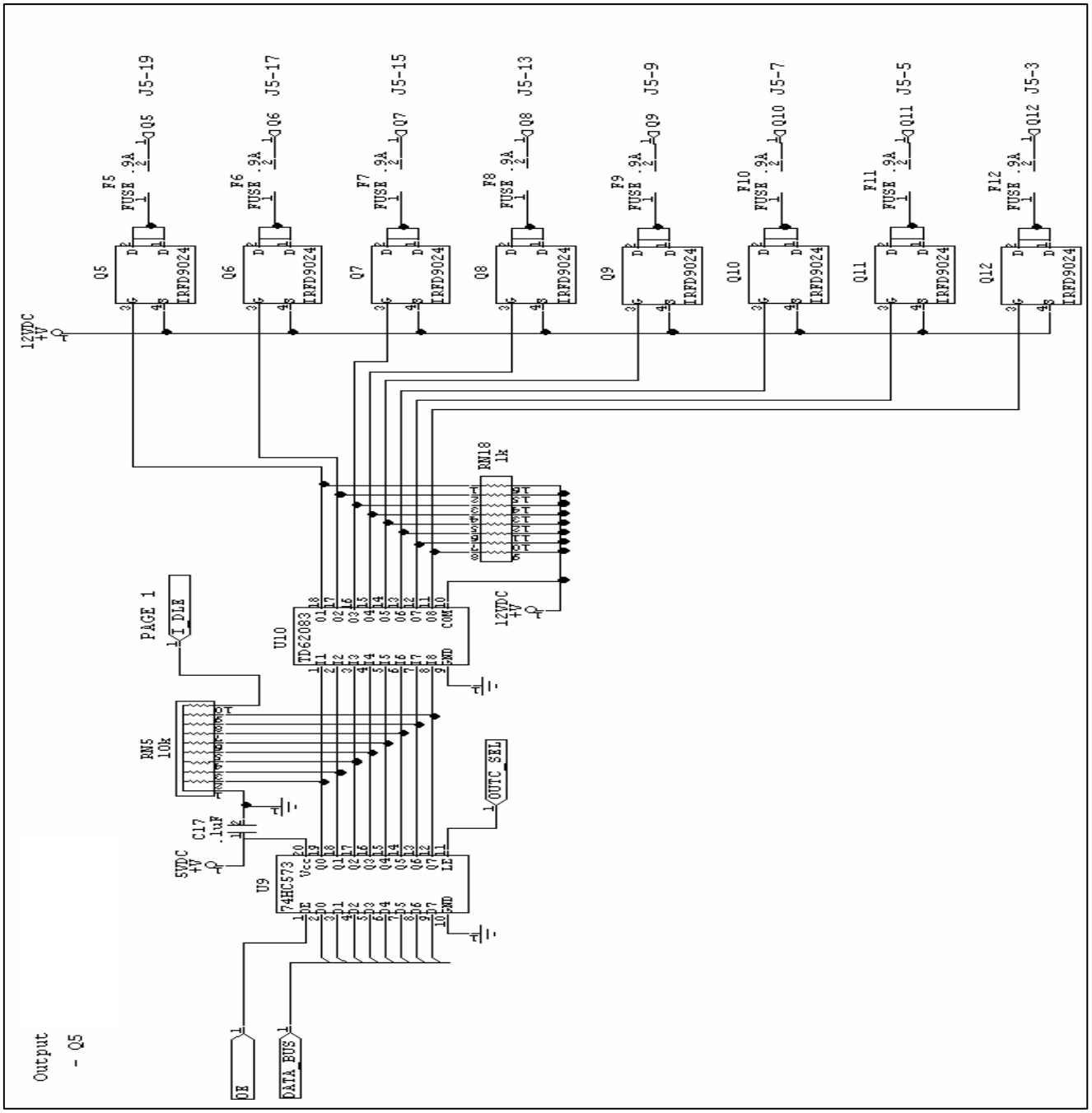
Output Section - Chase lights Q13-Q16



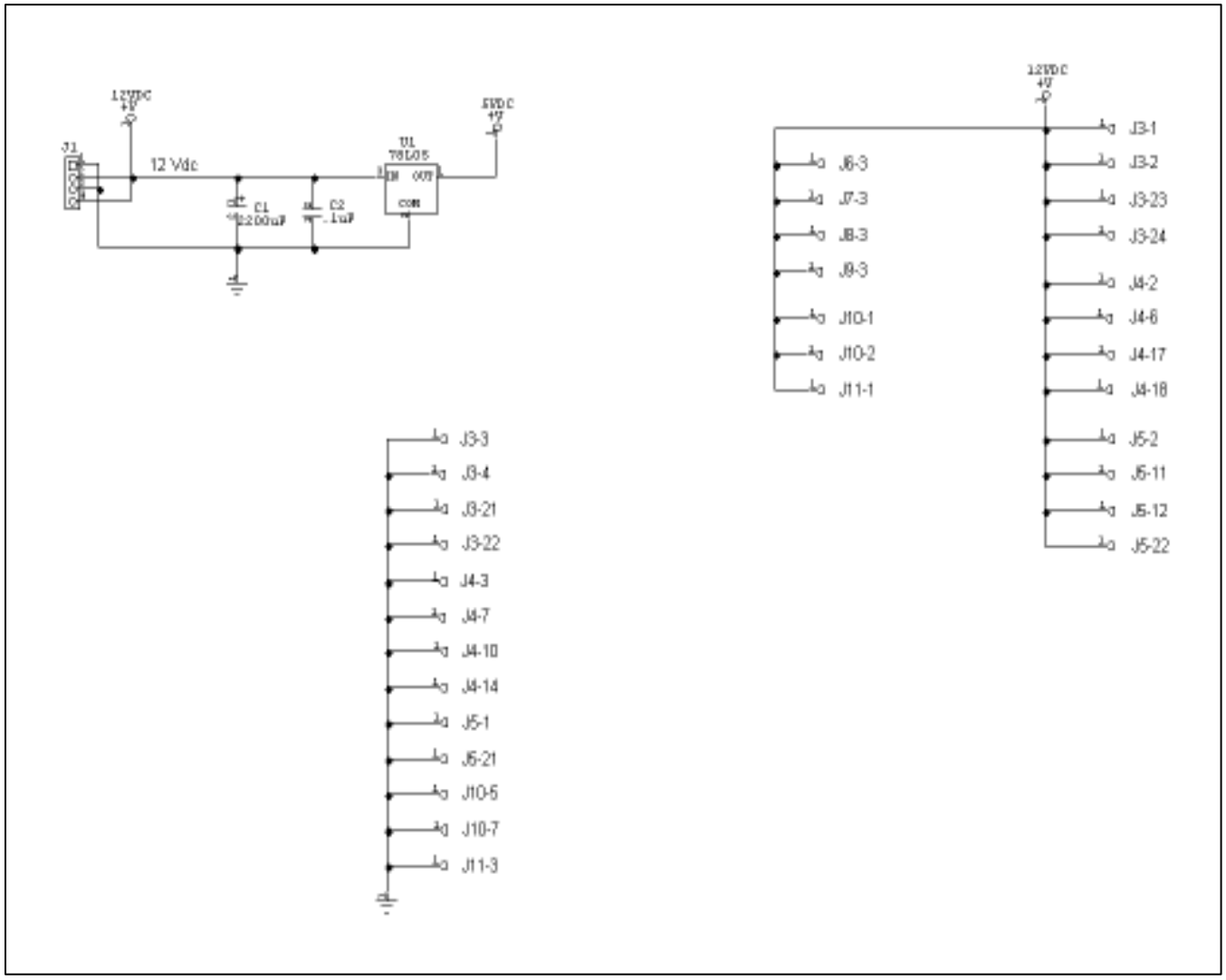
Output Section B Q17-Q24



Output Section C Q5-Q12



Power Section



Processor Section - Input RD